

WIZARD PRESENTS

THE ULTIMATE GUIDE TO COLLECTIBLE CARD GAMES

INQUEST



USA \$2.50 CAN \$3.49
ON SALE UNTIL JUNE 1995

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LEARN FROM A FOOL.



THE VERTIGO TAROT

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INTRODUCTION BY PENELOPE GAIMAN.

FIFTY U.S. DOLLARS / SEVENTY CANADIAN DOLLARS
AVAILABLE IN MARCH 1995.



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COMING IN 1995!

The game where magic and technology meet.

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

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SPECIAL SYSTEM



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DAMAGE



AERIAL BOMBARDMENT

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ILLUSTRATION BY JOHN BOND

FATE



ARTIFACT HEIST

Target Artifact card is stolen by thieves. Discard target Artifact card.



ILLUSTRATION BY ALAN CULBERTSON

PERSONALITY

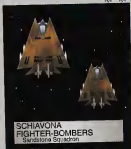


WARLORD BAYNE



ILLUSTRATION BY KENNY MURPHY

SQUADRON



SCHIAVONA FIGHTER-BOMBERS

Schiavona Squadron



ILLUSTRATION BY KENNY MURPHY

MODIFIER



CIVIL DEFENSE

Play on the Warlord's Home System. Bombing Points against the system are no longer doubled.



ILLUSTRATION BY JOHN BOND

INQUEST

The Ultimate Guide to Collectible Card Games

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NEW PRODUCTS PG 4



PRODUCT NEWS



THE LATEST AND GREATEST RELEASES IN THE WORLD OF COLLECTIBLE CARD GAMES

COMING TO A BOARD NEAR YOU

Here's a quick look at what major manufacturers have in store for you

Highlander

THUNDER CASTLE GAMES

Release: March 1993

Set Size: 165 cards

Here's the Deal: Nothing annoys an immortal swordfighter more than other immortal swordfighters. Solution, hack up your opponents! Play a particular persona and adopt his or her advantages. Don't smile too quick, though, because you get the disadvantages too.

Spooks: "Highlander 3," also out around March, apparently ignores the second movie. And a certain special sword might not survive the new flick.

Best For: "Highlander" fans, fencees, schmoes.

Packaging: hi-card packs

Suggested Retail: \$2.45

Blood Wars

The Bloodshed Begins



TSR

Release: February 1993

Set Size: 334 cards

Here's the Deal: Lords use military and political might for control of the nether regions in this adaptation of Planescape. Capture the most battlefields to win. Two 134-card expansion sets, *Factols & Factions* and *Powers & Prayers*, are due in June and August, respectively.

Yikes: It comes with a chart that lists allowable combinations for decks containing 40 to 100 cards.

There are eight types of Fate cards alone. (Oh my!)

Best For: RPG players, card players, probability nuts

Packaging: two 50-card dual decks including rules, 15-card booster packs

Suggested Retail: \$9.95 per dual deck, \$2.50 per booster pack

The Great Dalmati

WIZARDS OF THE COAST

Release: February 1993

Set Size: 80 cards

Here's the Deal: If you're still angry with life being unfair, don't play *The Great Dalmati*. The player with the fewest cards is the big cheese in this social cards system. After each hand, the five to eight participants switch seats to reflect the pecking order. A non-collectible game from Magic man Richard Garfield. **What A Card:** The G-Man and friends can even make war fun by severing rules. "If you played the Queen of Spades, you had to run around the room shrieking... If you forget a rule, then you lost a card."

Best For: easy-going kids of all ages

Packaging: box set, includes rules and two shrink-wrapped, 40-card decks

Suggested Retail: \$7.95 per box set

SimCity

The Card Game



MAYFAIR GAMES

Release: late January 1993

Set Size: 519 cards

Here's the Deal: This city-building card game comes by way of Maxis' classic computer game. Hunt of reality-simply blackmail and bribe city council members to push your property-building proposals through. A test of planning skills.

Real Estate: Aside from disaster

cards, SimCity has little fantasy, death or destruction. It does have pictures of the Statue of Liberty, Golden Gate Bridge and other famous sites. Yee haw. **Best For:** fans of the computer game, politicians in training, slick Rick developers, wanna-be white-collar crime specialists.

Packaging: 60-card starter decks, 15-card booster packs

Suggested Retail: \$8.50 per starter deck, \$2.50 per booster pack

Blood Wars: TSR; Highlander: Thunder Castle Games; SimCity: Maxis; The Great Dalmati: Wizards of the Coast

MAG FORCE 7

Release: February 1998

Set Size: 325 cards

Here's the Deal: Galactic warlord battles galactic warlord in a *Margaret Weis* novel. Deploy starships, bomber squadrons and fighter squadrons to protect planets or attack enemies. The winner is the first to eliminate an opponent's power points. **Boxing for Starships:** *Star of the Guardians* features the Lane-to-Lane combat system. They, bub—that's trademarked! Deploy your fleet carefully or risk losing ships and power points!

Best For: card gamers, would-be galactic conquerors, *Weis* fans

Packaging: 60-card starter decks, 13-card booster packs

Suggested Retail: \$6.95 per starter deck; \$2.95 per booster pack

Star of the Guardians



- Dragons are the focus of *Myvern*, due from U.S. Games Systems in January. Peter Pracownik contributed art for all 136 first-run cards, which will be sold in 60-card starter decks (\$7.95 suggested retail) and 15 card booster packs (\$2.50).

Marvel and Fleer are preparing **Power Players**, which pits teams of superpowered characters against one another. Players tailor the arena, allowing the Hulk to hurl nearby buses or Spider-Man to scale skyscrapers.

Richard Garfield and Wizards of the Coast aren't resting on their well-heeled Laurels. *Netrunner* is the title for Wizards' adaptation of R. Talsorian's *Cyberpunk 2020*, and Wizards will base a game on

FASA's *BattleTech* robot-combat RPG. Cardz is play-testing a card game set for March delivery. Technology and magic join forces in a battle for control of parallel universes. Untitled as we went to press, the game's artwork will feature

never-before-seen work by Boris Vallejo and Julie Bell, the first game collaboration of the husband-and-wife team.

TarotCards

DC COMICS

Release: March 1998

Set Size: 78 cards

Here's the Deal: Some of DC's best introduce you to the realm of the tarot. Cast fortunes and commune with the occult with these Dave McKean renditions of your favorite DC Vertigo characters.

Starring: John Constantine as the Fool, Swamp Thing as the World, Sandman as the Hierophant and Death as...uh, herself.

Best For: aficionados of Vertigo, Dave McKean or the macabre, gypsy fortunetellers, those undeterred by the concept of bad karma

Packaging: complete set with a player's guide

Suggested Retail: \$50 per set



Towers in Time

THUNDER CASTLE GAMES

Release: January 1995

Set Size: 150 cards

Here's the Deal: Travel through time and recruit an army of fantasy creatures to defend your interdimensional tower. Each creature takes one action per turn, and players alternate actions. Dwarves, elves and orcs of the world unite!

Collect 'Em All: Future editions will arrive as self-contained sets, look for 150- to 160-card Greek, Zodian, Amazon and Norse editions in March, June, August and October, respectively.

Best For: self-conscious yet strong-willed war gamers and card players

Packaging: 54-card starter deck, eight-card booster packs

Suggested Retail: \$6.95 per starter deck; \$1.45 per booster pack



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QUICK TAKES

PRODUCT NEWS



ALREADY IN PLAY
In case you missed them, here's a listing of some of the products currently available

Dixie

COLUMBIA GAMES

Set Size: 200 cards

Here's the Deal: Marshal Confederate or Union cards and reenact the First Battle of Bull Run, or "First Manassas," as Johnny Reb calls it. A British expense set with 300 cards may be out by mid-year, and Gettysburg is in the works.

Pick Me, I'm Special: Each deck contains 30 Confederate and 30 Union cards. Decks contain no duplicate cards, and no two decks are identical.

Best For: Ken Burns, the Daughters of the Confederacy, wargame, history or Civil War buffs and collectors; those guys who play pretend in genuine replicas Civil War uniforms.

Packaging: 60-card decks with rules

Suggested Retail: \$9 per deck

Illuminati: New World Order

STEVE JACKSON GAMES

Set Size: 409 cards

Here's the Deal: We've got two themes on the arrival of this set: either Steve Jackson Games took the original, non-commercial *Illuminati* card game off the market because it thought it was time to improve the 10-year-old product, or the conspiracy was taken over by the Semiconscious Liberation Army. You decide.

Alphabet Soup: In an effort to save trees, SJG calls this game *INWO*. Other card games could be abbreviated M: TII, OTE, SC-TUE, S: MIM, SoG, SI, TNG CIG, TIG and TIT (but as the last example demonstrates, this could lead to confusion over each product's subject matter).

Best For: people who love *Illuminati*, *On the Edge* or the *Zapruder* film (but we didn't tell you).

Packaging: starter sets with two 53-card decks and rules, 15-card booster packs

Suggested Retail: \$9.95 per starter set, \$2.25 per booster pack

Jyhad

WIZARDS OF THE COAST

Set Size: 433 cards

Here's the Deal: As an ancient vampire, you manipulate younger bloodsuckers in *Wizards of the Coast's* second Deckmaster collectible card game. Players attack to the left, but must guard to the right. If you thought vampires were scary, wait till you meet one with a gun! *Wizards* is preparing a pocket players' guide, expansion set and retailer poster. *White Wolf*, makers of the role-playing game on which *Jyhad* is based, is out with *The Eternal Struggle: A Strategy Guide to the Jyhad* (\$7.95).

Politics As Blood Sport: Inconveniences enemies with political cards. The issues at, or stake won't be debated in Congress ever heard of *Praxis Sermon*, *Antarica Persecution* or *Conspicuous Condemnation*?

Best For: mature fans of the machine—*Jyhad* is complicated and takes a while to play, but can really suck you in and be fearfully rewarding.

Packaging: 76-card starter decks, 19-card booster packs

Suggested Retail: \$5.95 per starter deck, \$2.75 per booster pack

HEARTBREAKER HOBBIES & GAMES

Set Size: 337 cards

Here's the Deal: Remember what happened when someone accidentally dropped chocolate into peanut butter? *Doomtrooper*, based on the *Mutant Chronicles* universe, mixes fantasy and science fiction. Corporate *Doomtroopers* wielding knives, elemental balls and other equipment stand between humanity and the hideous alien Dark Legion.

European Is As European Does: With names like Paolo Parente, Nils Gulliksen, Dianne Kochanek and Peter Bergtanz, among others, these artists've gotta be foreign.

Best For: lovers of cool cards, high-tech warrior wizards, aficionados of European art.

Packaging: 60-card starter decks with rules, 15-card "Metropolis" booster packs

Suggested Retail: \$7.95 per starter deck; \$2.45 per booster pack

Galactic Empires

COMPANION GAMES

Set Size: 421 cards

Here's the Deal: You can rule the galaxy! *Terran* allows you to pound your opponent with ships, stellar anomalies and space monsters. Crew and equipment improve your vessels' effectiveness. February's *New Empires* expansion set contains basic decks with *Scorpions* and *Plasma-Occupied Territories* and booster packs with *Clydeans* and *Tufors*.

A Picture's Worth: *Veistrea Prime* and some of the space scenes look terrific, but the introductory edition *Bolarr Weapons Officer* and *Corporate Reading Party* er, don't.

Best For: those who want science-fiction card games or own lotsa small dice (you use 'em to keep track of damage to various cards).

Packaging: 55-card starter decks, 12-card booster packs

Suggested Retail: \$3.95 per starter deck; \$2.45 per booster pack

Doomtrooper

DOOM TROOPER

GALACTIC EMPIRES



JYHAD™



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This is it! The most jaw-dropping battle of all when good warriors and their mighty legions battle the fate of the entire planet. Find out how it feels to die... thousands die but yet live again to wage war without end. The bloodshed begins with the Blood Wars™ "DUEL-DECK" Card Game and the conflagration expands with each BLOOD WARS Expansion Pack.

PREMIERING IN FEBRUARY!



Call our new toll-free number 1-800-384-4TSR to find the book, game or hobby store nearest you that carries TSR products!

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PRODUCT NEWS



WIZARDS OF THE COAST

Set Size: really, really big (have fun trying to maintain your sanity counting it)

Here's the Deal: This is the mother of all collectible card games. Use magical resources to reduce your enemy's life force to nilch. Power comes from five types of color-coded land. A sixth expansion set, *Ice Age*, is due in May. It'll feature more than 300 cards, playable by themselves or with other *Magic* cards.

Magic: The Obsession: Two sets/boxes. 15,000 cards, 400 Merfolk and one Slivan Dragon: later—and enthusiasts are still buying. What a phenomenon!

Best For: casual or avid gamers, fantasy enthusiasts, card collectors, Richard Garfield, collectible writers with expense accounts.

Packaging: Gift boxes with two 60-card decks, 30 life counters and illustrated rules; 60-card starter decks with rules, eight- to 15-card booster packs.

Suggested Retail: \$9.95 per gift box, \$7.95 per starter deck, \$2.45 per 15-card booster pack, \$1.45 per eight-card booster pack (expect to pay more for all these items)

DECIPHER

Set Size: 363 cards

Here's the Deal: Report for duty at Klingon, Romulan or Federation

outposts and go where no one has gone before. Players design a new universe each game; starships travel it, accumulating points for missions accomplished. Few starter decks contain a ready-to-play set, so be prepared to get at least one booster pack. The set is available in two editions: a black-bordered limited edition and a white-bordered unlimited edition.

Red Alert: This game uses images and tactics from the TV show, so these cards are sharp!

Best For: anyone who enjoys a good "Trek" or distinctive card game

Packaging: 60-card starter decks, 15-card booster packs for both editions

Suggested Retail: \$8.95 per starter deck, \$2.95 per booster pack (expect to pay more for both)

Super Deck!

CARD SHARKS

Set Size: 160 cards

Here's the Deal: Build a hero and a villain who are strong enough to top your opponent's villain and hero, respectively. Play combatants, sidekicks, abilities, hindrances and events on your or your opponent's characters.

Wham! Shazam! Ka-Bam! *Super Deck!*'s quirky characters include the Pendulum, who "searches for the things who killed his parents" (sound familiar?), and Yari the Troll, who "destroys other bridges to increase the traffic on his own" (who...?).

Best For: people who are young, love superheroes or need an easy introduction to card games; advanced players need not apply.

Packaging: 60-card starter deck and rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck, \$1.95 per booster pack

On the Edge



ATLAS GAMES

Set Size: 269 cards

Here's the Deal: Conspire to control Al Amarja. All resources and some influential people have pull points, which help acquire other people and equipment. They can also build game-winning influence points. As in real life, cliques are important: certain cards can't be used unless a card belonging to a similar gang, group or race is already out. The Cut-Ups Project expansion with 90 cards is set for February.

Travel Tip: AHH, uh-MAH-huh. That's how to pronounce the name of this weird Mediterranean island of androids, mutants, psychics and sentient balloons.

Best For: people who loved *Illuminati* or "The Hitch-Hiker's Guide to the Galaxy" or who thought "JFK" was too tame.

Packaging: 60-card starter decks with rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck, \$1.95 per booster pack

Magic: The Gathering

Spellfire: Master the Magic



TSR

Set Size: 695 cards

Here's the Deal:

Dungeons & Dragons the role-playing entertainment that was virtually synonymous with a gaming genre, becomes a collectible card game. The first player to defend six realms wins. Realms are produced by champions and allies whose powers grow with magical items.

"I Know That Monster!" TSR caught some heat for recycling classic, often beautiful art for *Spellfire*.

But with new photo cards as corry as the Mund Player Lord, fans should reconsider their reticence.

Best For: D&D or fantasy fans, new and young card gamers

Packaging: starter sets with two 55-card decks and rules; 15-card booster packs

Suggested Retail: \$8.95 per starter set, \$2.50 per booster pack



Star Trek: The Next Generation Customizable Card Game



Q&A

with Magic: Artist
ANSON MADDOCKS

He's moved from Sitka, Alaska, to Seattle, Wash., from starving artist to hottest painter in the biz. Twenty-six-year-old Anson Maddocks has helped create the entire collectible card game industry with his unique blend of gothic-horror creatures and surreal landscapes. Once confined to second-hand shops, he's painted the "Operation Mindcrime" tour jackets for the band Queensrÿche and become "Photohop Guru" at Wizards of the Coast. Maddocks talked to *InQuest* about Magic, painting and stardom.

Q: How did you start painting?

A: I started when I was four. I had a baby sister who had some drawing book or something, and she was trying to get me out of her hair, probably, so she had me start drawing. And I just took it up from then. I drew a lot of insects, rocket ships and aliens.

Q: What inspires your paintings?

A: I try not to be too inspired by somebody else's creativity. I'm really interested in raw materials and animals—and those sort of things kind of fuel my imagination and get me thinking what other ways could those things be depicted. Especially with human forms, it can be really intriguing to me to see how far I can push them into another dimension.

Q: When did you realize the stuff you were doing for Magic was going to be a big hit? Or have you even thought about that?

A: No, actually, I was just really into the project

The idea of having a bunch of little color pieces was really intriguing. They were so excited about the project that I couldn't help but share their enthusiasm... I was really happy to help out. When the other artists were failing to turn things in, I would come kind of to their rescue. That's how come I have so many pieces in the original set.

Q: How many pieces did you have?

A: I did 31, and they used 30. It's about 10 percent of the original artwork.

Q: Do you play Magic?

A: I'm so busy populating Dominia that I don't have time for other things. Maybe once every three months just when I have the opportunity, or when somebody asks me.

Q: How long does it usually take you to do a piece for a Magic card?

A: About two or three hours.

Q: Do you do a lot of conventions?

A: Yeah. I just got back from doing some in Europe. That was really cool. I went to Germany and Italy, and took some vacation time... It's really cool to have people tell you what they think of your work. When they have a really positive response, it really makes you feel good. Also, you get their opinions and their interpretations of things. This one kid showed me this relationship between two of the cards I did that I had not intended—he thought I did it on purpose.

Q: Which two cards?

A: Paralyze and Guardian Angel. If you take Guardian Angel and you put it diagonal to Paralyze, it looks like he's shooting the guy. It's weird. The background color kind of fades together, and the proportions are right, and the blast is right.



Q: Is that your subconscious working overtime?

A: Could be. Put all my stuff together and see one big puzzle. [Laughs]

Q: Do fans recognize you at these conventions?

A: I was in Italy and some guy ran up to me and said, "Bigger Maddocks, could you sign my card?" That was the only time outside of working at the [Wizards of the Coast] table. It's good. I don't think I'd want to be a movie star.

—Michael Searle

THE MADDOCKS FILE

Favorite Magic cards (own): Throne of Bone, Cyclopean Tomb.

Favorite Magic cards (others): Sandra Everingham's Sinkhole. Any work by Mark Tedin, Drew Tucker or Amy Weber, among others.

Favorite Magic card (flea): Fallen Angel, Eurlon Munotar. Some, like Flight and Holy Strength, were created in the same hour.

TOP 10 weirdest CARDS

10. **Animalism**, Jyhad, Siegfried and Roy's dream come true.

9. **Living Wall**, Magic, Cooking with Dalmer.

8. **Anaphasic Organism**.

Star Trek: The Next Generation, "Norman."

7. **Drawing Out The Beast**, Jyhad, "Hey, I cedered mayo on that!"

6. **Drain Essence**, Jyhad, "Tina! Somebody get me a towel!"

5. **Time Elemental**, Magic, "You are traveling through another dimension. A dimension of both time and space."

4. **Psychovore**, On The Edge, Every kid's worst nightmare—a

jack-in-the-box gone horribly wrong.

3. **Elemental Cleric**, Spellfire, "Yes, ma'am.

This will definitely stop your daughter from picking her nose."

2. **Horror of Horrors**, Magic, But I've got a great personality!

1. **Mandelb Thrull**, Magic, "Try to relate this to a very simple operation."



4. PSYCHOVORE



3. ELEMENTAL CLERIC



5. TIME ELEMENTAL



1. MINDSTAB THRULL



8. ANAPHASIC ORGANISM

PRODUCT NEWS



CRUISE CON

The Carnival liner Fantasy sails on April 27, 1995. This four-day Bahamas cruise features Magic creator Richard Garfield, *SunCity* designer Darwish Bromley, card-game artists and others. Between card and role-playing games, you can swim, dance or visit Nassau. "The only convention you'll signficant other will thank you for attending." Call Andon Unlimited at (800) 589-EXPO or (216) 673-2117 in Ohio.



START YOUR ENGINES

After eight years, the Richard Garfield game that precipitated *Magic: The Gathering* is out! In *Robotically*, board computers start a wacky, unpredictable robot race. The board game, co-designed by Garfield and Mike Davis, requires at least two players and 30 minutes. Get it from your local gaming store or order direct from *Wizards of the Coast* at P.O. Box 707, Renton, WA 98057-0707.

MICROCOMPUTER MAGIC

If you prefer life with digital sound, prepare for computer *Magic*. MicroProse Software is developing both stand-alone and on-line versions of the card game. The CD-ROM will boast information on nearly 1,000 cards, graphics, trading, variable card rarity and tournament play. Look for it in spring 1995.



MICROPROSE

GET READY TO LOG ON

Three *Magic* database programs for IBM-compatible computers track the cards you have and the ones you want. All list *Magic* cards, *CardMaster* and *Gamecard Wizard* track prices. *CardMaster* has colorful screens and a graphics-style interface. It bears the *Wizards of the Coast* seal of approval. (\$24.95 plus shipping and handling, Sky Hi Sales, (800) 949-4267). *Gamecard Wizard* includes card sets for *Jyhad* and *Galactic Empires*. Its flexibility and attractive interface are pluses, but it doesn't show card descriptions (\$39.95 plus \$5 S&H, DIGITAL Alchemy, (800) 566-6277). *Deck Daemon* has flexible deck-building capacities and allows easy viewing of card abilities (\$29.95 plus \$5 S&H, B&B, (208) 336-9404). *Macintosh* users should check out Jackie Macapangan's *The Duelist's Companion* (shareware). Version 2.0 has an excellent interface, but displays only one deck at a time and doesn't show card abilities.



DIVERSIONS

CARD-RELATED MERCHANDISE

MAGIC ARMADA

Acclaim Comics will unleash its first line of books in March 1995. *Magic: The Gathering—The Shadow Mage* and *Ice Age: On the World of Magic: The Gathering*, a tie-in with the *Magic* expansion set, will both be four-issue series. Jeff Gomez and Jeff Vita (contributors to this magazine) are co-plotting the books, to be drawn by Val Mayerik and Rafael Kayanan (*Conan the Adventurer*), respectively. Each comic will sport a \$2.50 price, a painted cover and information on the game of *Magic*.

PINI AND THINGS

Wizards of the Coast sells several *Magic*- and *Jyhad*-related items (to order, see "Start Your Engines" above). *Magic* logo pins retail for \$6.95, while Hurlcon Minotaur pins are \$4.95. Black *Magic* T-shirts with a choice of three card pictures on the back and black *Jyhad* T-shirts sell for \$6.95 (L and XL) and \$8.95 (XXL). New designs will be out by mid-'95. A 13-month *Magic* calendar retails for \$6.95. An Arson Maddocks and Mark Tedin battle poster sells for \$9.95. *Magic* card binders with original Pete Ventres art are due in early '95. Deckmaster lifecounters are in the works.

HEARTBREAKING MINIATURES

Heartbreaker Hobbies & Games makes *Magic* miniatures ranging in price from \$2.50 to \$4. Get 'em from stores or write Heartbreaker at P.O. Box 105, Folston, PA 19033.



DIVIDE AND CONQUER

"The Bag Man" manufactures dividers for *Magic* card collectors. The color plastic dividers are preprinted to help separate spells, lands, artifacts and other cards in a standard vertical card box. The dividers are sold in sets for \$8.50 up to \$9.95. Write "The Bag Man" at 12788 Highway 9, Suite 5, Boulder Creek, CA 95006.

new york city



march 25-26 1995

ENCOUNTERS⁹⁵

Experience Encounters '95

Imagine...

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A Look at

the Man

Who Made

Magic

by Zachary Reid



GARFIELD

Richard Garfield always loved to play games. Now he gets paid to invent them. And he could have cashed in on his imaginative passion for a single million-dollar payday and retired at age 30. Instead, he parlayed his potential fortune from devising *Magic: The Gathering* right back into the company that gambled on his game in the first place.

That's the kind of guy Garfield is: short on stability but long on commitment. He's been that way all his life. Born in Oregon, he spent his youth in the Pacific Northwest, in Philadelphia and, for six years, in Bangladesh and Nepal, while his father pilled his trade as an architect. He never complained about having to make new friends every couple of years. It was more a matter of finding something to do with those friends, and that philosophy defines his relationship with Wizards of the Coast, the company that publishes *Magic*.

"I've always been willing to back any games by getting paid entirely in royalties," Garfield says. "This is the ultimate form of that."

Garfield is hailed as a genius by game enthusiasts and the people at Wizards of the Coast. He simply thinks of himself as a game designer who's lucky enough to earn a living by pursuing his favorite hobby. His

chance encounter with success has made

possible a lifestyle and a career he once dismissed as wishful thinking. Now 31, Garfield spends his days as coordinator of table game research and development for Wizards.

GAMES OF A LIFETIME

Garfield first began designing games out of necessity. He quickly mastered role-playing games like *Dungeons & Dragons* and *Chivalry & Sorcery*. And since buying a new game every week would challenge any kid's allowance, he began altering the rules of the games he already had.

"It's very much an art," Garfield says of designing games. "I operate largely on intuition, use a lot of my game experience. I play a lot of games and I take something from each of them. When I get inspired, I'll work for hours and hours on end."

Garfield's goal is to come up with games that are fun and interesting—and that stay that way.

"It doesn't take long in many games to hit the point where you can't get much better," Garfield says. Some people are content with mastering a game's rules. Garfield prefers altering the rules and adding new dimensions to games.

Today, he counts more than 60 games to his credit, not including the variations of existing games. A handful, including *Jyhad* and *RoboRally*, have been published through Wizards of the Coast's Garfield Games division. He says a dozen could be ready for publication in a matter of weeks, and the rest within a year.

In a gaming world where variations are the rule and marketing counts more than substance, *Magic* is an aberration. There had never been a collectible card game quite like it, though there has been a slew since. But in very simple terms, Garfield's *Magic* card game is nothing more than a variation of existing card games. The deck never stops at 52 cards, but the

premise is the same: even though players have different cards, the key to winning is knowing what's in your deck and planning your strategy around it.

At least that's Garfield's version of the game. Collectors have given *Magic* an entirely different spin, putting values on rarer, more powerful cards while discarding common or weaker cards. It's like playing poker with a deck full of face cards. But you still have to play your aces first to win.

LUCK OF THE DRAW

Instant success hasn't translated into casual living for Garfield, a former college teacher with a graduate degree in combinatorial mathematics—the science of problem solving.

In fact, not until this past summer—three years after his first meeting with Wizards of the Coast—did Garfield begin devoting all of his time to professional game design. Last June, he left his post as a mathematics professor at Whitman College in southeastern Washington for the move across state to Renton-based Wizards of the Coast. And even now, with approximately one billion *Magic* cards in circulation, Garfield won't rule out a return to academia.

If you had asked Garfield a decade ago where he'd be today, game designing would not have been his answer.

"I hadn't been interested in being a professional game designer," he says. "There's very little money in it. And the people who design games aren't always open to new designers. I wasn't even trying."

He was only trying to get one of his games published. While an undergraduate student at the University of Pennsylvania, he created a board game called *RoboRally*. He offered a friend a 30 percent stake in the game if he could get it published—an offer that was more than generous, though it would take almost a decade before *RoboRally* hit stores.

After a series of rejections, Garfield met with representatives of Wizards of the Coast in 1991. He flew from Illinois, where he was working for Bell Labs, for the meeting in a



Seattle pizza parlor Wizards wanted *RoboRally* but didn't have the capital to publish it immediately. The company needed a game that could be played quickly and without much equipment.

Garfield thought about a *Magic*-type game he first created in 1984. He came back with an updated version of *Magic*.

The game he delivered to Wizards was considerably different from its original conception. "A lot of the flavor [was] the same, but the rules changed a lot," Garfield explains. "There was a constant evolution of the flavor."



The final product was everything Wizards wanted. The game was based on cards, not the standard fare of boards and dice. Two people could play with a minimal number of cards, and the game was designed for quick play.

"It's kind of from the evolutionary mixing pot," he says of the final version of *Magic*. "It's from games from outside designers—*Comic Encounter*, the granddaddy of card games—and games of my own design. The trading card concept came out of nowhere. Cards are a good tool to have in a magic system.... When the trading card concept came about, then, after about three months, it changed very little."

The big surprise to Garfield and to Wizards was that the game would catch on as a collectible.

"They just noticed the trend while testing the game, when players began collecting the crude black-and-white cards. It became evident as orders for the cards began piling up. They couldn't keep up with requests for the starter decks—packs of 60 randomly chosen cards from among the more than 300 available at the time—or the booster decks."

"The success was perpetually dawning on us," Garfield says. "Every time we thought

we had it under control, it got bigger. I'm not exactly certain it's stabilized."

The game's details have changed again since its initial release. Originally, the rarer cards were much more powerful than the common cards. But when people started buying the rare cards and creating can't-lose decks, the nature of the game started to work against the casual players. And that wasn't the idea Garfield had in mind. "A person who doesn't want to buy a lot of decks shouldn't have to," he says.

So to make some changes. "We've made common cards more powerful and stripped out some of the degenerate rare cards. The rare cards now are more specialized, but not more powerful."

A GURU IT BORN

Garfield works on other projects at Wizards, but he says he still spends about half of his time maintaining *Magic*. The bulk of his mail is about the game, and when he travels to gaming conventions, he's treated like a star.

"I never really went to game conventions before, maybe one or two, and I certainly wasn't recognized at those," says the soft-spoken, contemplative Garfield. "Now, I feel like a star-like a star. I go around shows signing cards, leading discussions. It's fun, but it's tiring."

His celebrity was apparent in November at the 59th Philadelphia Science Fiction Convention. A constant barrage of *Magic* enthusiasts kept Garfield busy at the Wizards of the Coast booth. When he could slip away, he found himself leading panel discussions on his game or signing autographs. And this was a slow weekend—nothing compared to the attention he gets at game conventions.

"In some sense, I was excited to get a little bit of fame. It helped me get in touch with people. I did just touch with over the years. I couldn't find them, but they knew where to find me." Garfield has also experienced the downside to being a star. "Once it happened, I had less time than last year to spend with my friends. No particular way of dealing with it."

Garfield hasn't had much time to pursue gamelately either. His job as coordinator of table game research and development leaves him reviewing other peoples' work. He spends most of his time testing submissions and maintaining *Magic*. But he's not content with a role in management.

"I prefer acting as a game guru," he says. "I like to give advice, leave it as they will. Let me concentrate on games. He doesn't like the thought that his opinion alone could kill a project."

"I think in time I could develop the management skills, but I don't like to put my feet down. I don't like to make priority decisions,

especially on projects I'm working on."

Finding a suitable replacement to take over his management chores is a priority. He's a gaming enthusiast, pure and simple. He has other pursuits—movies and books in particular—but his passion is for games.

He'll change the rules in everything from *Trivial Pursuit* to checkers just to keep the game interesting. "I start fiddling with the rules," he says. "In *Trivial Pursuit*, I've played with some modifications. We had one rule where if you land on an opponent's pie wagon, you can steal the piece if you answer a question correctly. Or you can play where you have to get all six questions right."

If you're a stickler for the rules, Garfield is probably not the best opponent. But I've never had any trouble finding players," he says. "In different games, I always level the playing field. I may be better at chess than you, but if I change the rules, then we're starting at the same place."

DESIGNER WITHOUT A LABEL

Richard Garfield, the famous game designer, isn't much different from Richard Garfield, the inconspicuous college professor. Unlike many people who get a quick taste of financial success, Garfield's life isn't filled with expensive and exotic obsessions. He drives a company car, a Pontiac Grand Am. He's making more money than he ever did in the classroom, but he still hasn't traded his worn corduroys for Armani suits or his loafers for Tony Lama cowboy boots.

"I have a very modest lifestyle," he says. "I would like to have enough resources to not



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WHAT'S IN THE CARDS?

Richard Garfield has taken on a management role with *Wizards of the Coast*, but he still spends time creating, designing and developing games.

The bulk of his time is devoted to maintaining *Magic*. But while he created all of the cards for the game's initial run, he was down to a consulting role on the first Age expansion set.

His current duties call for him to review other work—both in-house projects and outside contributions. Among other projects at *Wizards*, Garfield has been or will be involved with:

Netrunner: While *Magic* was transforming *Wizards of the Coast* into a major player in the gaming market, the company found itself in position to purchase licenses, licenses and more licenses, including the license to R. Taborian Games' *Cyberpunk 2025* role-playing game, on which the *Netrunner* card game will be based. "The license was acquired at a time when we took in licenses very quickly," Garfield says. "I'm particularly enthusiastic about this. I'm a fan of the whole cyberpunk game." *Netrunner* has designed the first draft of this game. *Netrunner* takes place about 30 years in the future and centers around cracking a computer network.

BattleTech: Garfield says this *Destiny* game is in design, but it hasn't been tested. It is based on FASA Corp.'s *BattleTech* robot combat game.

The Great Delvian: Due out in February, this is "a card game no more complicated than *Uno*," says Garfield. **RoboRally:** The point of Garfield's original meeting with *Wizards of the Coast*, *RoboRally* finally hit stores last fall—a decade after it was designed. Look for an expansion and a sister game this summer. The latter will take place in the same world, but the object will be something other than a race. **Middle-earth:** In December 1993, *Wizards of the Coast* and Iron Crown Enterprises announced a licensing deal that would result in a *Destiny* game based on J.R.R. Tolkien's "The Hobbit" and "The Lord of the Rings" trilogy. As we enter 1995, there's still no sign of the game. "I haven't come up with a design that lives true to the Tolkien name," Garfield says. "I won't be involved. I'm not a huge Tolkien fan. That project needs someone who is." *Wizards of the Coast* has a few people working on it, but it's still uncertain when—or if—the game will be released.

Other businesses Garfield's working on opening one more major license, but he declined to comment on the specifics.

He found several possibilities, including "a lab that specialized in finding lost things." He settled on an offer from Bell Labs to be a resource manager on a computer project involving digital switches.

KEEPING THE VISION ALIVE

Shortly after his meeting with *Wizards of the Coast*, Garfield made the move to academia and Washington. But he didn't move to be closer to a potential distributor. Richard Garfield is a game-designer purist. He creates games to please himself and his friends, not the commercial market. He was coming up with variations on old games and his own new ones long before he had anything published. If there had been no *Magic*, no overnight success, Richard Garfield would still be a game designer. Only he'd probably still be a college professor, too.

Magic was nice, but he says a real challenge is developing games that will entice people who normally don't play games.

"Before *Magic*, I designed games entirely for my friends and me. A special treasure was when I could get my sister, who doesn't play games as a hobby, interested. I also liked to design games that I could take home at Thanksgiving."

Garfield's perspective of the game industry is still that of an outsider. He sees an industry driven by marketing possibilities—not clever games.

"A lot of companies, I believe they don't see game design as important," he says. "Some designers are told what to design. I don't think game design has enough respect."

Working for *Wizards of the Coast* makes him an insider, but his world is much different from that at the huge corporations that make games for the mass market.


"At *Wizards of the Coast*, there's no burden I can't overcome," he says. "They share my vision, that the quality of game design is important."

It's not unusual to find Garfield and his co-workers sitting around the office playing games. "It's business as usual if I'm playing a game at the office in the middle of the day," he says. And it's not unusual to catch Garfield playing *Magic* with his wife. They met while she was participating in a *Magic* testing group.

"The worst thing I could do would be to stop playing games," he says. "I know some game designers don't play games, but I have to play. Otherwise, it becomes inbreeding, all the games start looking the same."

Garfield isn't as concerned about finding future success along the lines of *Magic* as much as he is about keeping everything fresh.

"I don't have any fear," he says. "I know it's going to be my biggest hit."

But if it's not going to be his only one, 

have to worry about where my next meal's coming from."

He likes to travel, but he's just as happy hiking and hunting for wild mushrooms. He's not opposed to lavishing himself, but it'll have to wait. "I certainly have to be sure I was going to have no problem with finances in the future," he says.

Garfield defies categorization. He spent countless hours of his youth mastering role-playing games, but he wasn't the rebellious kid who did so to spite his parents. He had the grades to make it into an Ivy League school, but he had no idea where that would lead him. He chose the University of Pennsylvania for one simple reason: "I liked the way my father turned out, and he went to Penn," he says.

He pursued an education in mathematics and post-baccalaureate work in combinatorial mathematics—because of his interest in games, but he never seriously considered making games a career.

"I briefly dreamed about being a world famous game designer," he says, "until I found out how the game industry works."

"I went into math because of my love for games. Combinatorial mathematics is almost like having a degree in problem solving. It's good for solving problems that come up in games, coming up with new strategies, little artificial worlds. Figure out how to use the rules as best you can."

"I was somewhat directionless," Garfield says. "I was going to go to grad school. My father, who teaches graduate school, said students with a little work experience do better."

And if he could follow his father around the world—which he did—he could certainly take his father's advice. With a bachelor's degree in tow, Garfield went looking for a job.



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How They Did It

DESIGNERS TALK ABOUT CREATING COLLECTIBLE CARD GAMES

by Geoffrey Vita
and Jeff Gomez

You want to create a collectible, customizable card game that will be so addictive and so much fun to play that customers will be camping out in front of their favorite stores just to get the first few cards? Join the club



Since Richard Garfield and Wizards of the Coast hooked gazillions of innocent gamers on *Magic: The Gathering* in 1993, the gaming market has been inundated with funny picture card games that bear more than just a passing resemblance to the original. Some are great games while others are nothing more than cheap knock-offs.

We'll play brain surgeon with the designers of *Magic* and some of its competitors to see what separates the champs from the cheese.

MAGIC: THE GATHERING

Wizards of the Coast Like Dr. Frankenstein's monster, Richard Garfield's *Magic: The Gathering* has grown well beyond the control of its creator. And with about one billion *Magic* cards in print, Garfield's hairy beast shows no signs of fading into fad limbo.

With that in mind, it's hard to believe that *Magic* was the first game Garfield ever had published, despite 15 years of designing. So was *Magic* a fluke? Maybe. But then

again, maybe not. Garfield's background in collegiate algebra and many months of play-testing gave *Magic* an edge few other card games can boast.

"Actually, the hardest part was the initial three months of thought," says Garfield, whose faraway gaze hides one of the sharpest minds in the business. "I had to come up with a chassis for the game which would handle my requirement that everyone should be able to play with any selection of cards they liked from the available cards."

But Garfield wasn't alone in designing the set. The ideas were his, but art came from outside sources, such as 26-year-old Alaska native Anson Maddock, who has earned accolades for his work on the series.

"It's definitely been a lot of fun," says Maddock, whose favorite piece thus far is the Cyclopean Tomb. "I pursued a career in fine arts, but I never expected that it



Photo © Dan Winters



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BOB WOODWARD

would lead to this?"

How does the process go? Card designers come up with a name, and that list of names goes to the art director. For *Wizards*, that's Jesper Myrftors. Myrftors calls the artists, who pick the pieces they want to do.

"The visual interpretation of the name is entirely up to the artist, so there's a lot of variety," Maddocks says. "I personally try to make things look as unusual as I can. I stay away from what people expect and try to stretch their imagination."

With so much room for interpretation, do artists ever encounter problems? "When I was given Ura's Mines, I thought I had a pretty good idea of what I would be drawing. So I painted four great-looking explosive mines. The next day, Jesper informs me that they're supposed to be mine shafts! Unfortunately, the deadline was the next day. I stayed up all that night and did up four new mines, plus Zorg's Altar, which had to be redone because there was already a design for it. My original Zorg's Altar is now the Omulet."

SPELLFIRE: MASTER THE MAGIC **T S R**

Given the unparalleled success of *Magic: The Gathering*, could gaming industry giant TSR be far behind? Of course not.

The flummier card stock and reshaped (though still cool) TSR artwork did tick off a lot of players at first, but more than a few

have stuck around to enjoy a game that isn't half bad.

"We wanted a collectible card game that would sell well to our *AD&D* [Advanced *Dungeon & Dragons*] role-playing fans," co-designer Jim Ward says. "So we came up with *Spellfire*."

Loyal TSR fans have certainly not let Ward down. *Spellfire* continues to sell briskly, warranting several expansion sets based on various *AD&D* game worlds. Players can now choose from the gothic horror of *Ravenloft* or the drama of *Drag-*

onance, among other settings.

At an average of 16 minutes per game, players still find an unlimited number of ways to cut loose with "killer decks." In play-testing sessions, such decks sparked debate over the power of certain cards. Eventually, designers were forced to scale down some overly potent cards to keep the game reasonably balanced. But some players continue to point out that an early lead can create a lopsided session. Says Ward, "The game is constantly evolving. We're still debugging, and we'll probably never stop!"

STAR TREK: THE NEXT GENERATION **CUSTOMIZABLE CARD GAME** **Decipher**

When game designers Tom Braunlich and Rollie Tesh pitched an idea for a card game based on *'Star Trek: The Next Generation'*, Decipher's president wasn't excited. But he reluctantly gave the go-ahead, and the enterprising designers created an involved and unique card game that puts its players in the middle of their own episode of *'Star Trek: The Next Generation.'*

Braunlich and Tesh turned to a variety of sources for the game. The first was the show itself. The designers watched every episode, extracting bits and pieces for inclusion in the game. When the show wasn't quite enough, the pair enlisted the aid of "Trek" experts at Paramount as well as the *'Star Trek Encyclopedia.'* Fellow game

designer Darwin Bromley also helped.

During play-testing, Braunlich and Tesh discovered that the game was developing a life of its own. So-called "killer decks" were popping up, only to be countered by even more powerful ones. Seemingly innocuous cards, when used in conjunction with other cards, formed formidable power plays.

In one game, an Away Team from the U.S.S. *Yamato* beamed down to Malcor III when, suddenly, a Borg ship appeared out of nowhere," Tesh says. "When all seemed hopeless, an unstable wormhole miraculously appeared just long enough to swallow the Borg ship—all in just two moves of the game!"

This game, the most different from *Magic* of those we played, tended to achieve its lofty goals. And there were plenty of cool photos for us to admire as well.

SUPER DECK!

Card Sharks Inc.
Veteran game designer Marc Miller and Jim Hettinger didn't want to let the collectible trading card game concept pass them by. So they conceived the notion of combining comic book superheroes with a card game.

"One major problem with catering to the comic book audience was that I was really concerned with what I was putting in front of the youth that would be playing," Miller says. "I didn't want to put something disagreeable on a card. Also, there was the question of forcing one player to play a villain. I solved that by designing the game so that two battles take place at once. Each player plays a hero and a villain and both battles must be won to win the game." A politically correct rules system? Hmm.

Miller explains that he wanted a game that was "quick to learn and easy to play." The game itself is a "cascade of numbers." Sounds kind of crunchy.

ILLUMINATI: NEW WORLD ORDER

Steve Jackson Games
"INWO is a trading card game in which every weird thing you read in the tabloids is true, and there are secret conspiracies everywhere," says designer Steve Jackson. Each player represents a group of the Illuminati, the "secret masters" behind everything from the Kennedy assassination to the cancellation of *Max Headroom*.

The objective of the game? "To take over the world, of course," says Jackson.

INWO is the trading card version of a card game released 10 years ago. Fans of the original *Ultimania* can rest assured that many of the game's mechanics remain the same.

As off-the-wall situations are the norm in *INWO*, Jackson has no worries about being compared to *Magic*. "In fact," he says, "Richard Garfield and all of *Wizards of the Coast* were very supportive of our project. He reviewed the game and even lent us some capital to have the cards printed. The printers were a little confused when they found out that their paychecks were being cut by a competitor."

ON THE EDGE

Atlas Games

"I don't know what gets into these guys' heads," says game designer Jonathan Tweet of his deck-dealing counterparts at rival companies. "You need to have a system of checks and balances. You have to play-test a game like this half to death!"

Tweet, who's something of a math head, has recently garnered accolades for his elegantly easy cult favorite *On the Edge*. Based on his weird, William Burroughs-esque *Over the Edge* role-playing game, *On the Edge* plunges players into a surreal island setting where spies, psychics and youth gangs vie for power amidst layers of subterfuge.

"Some of these guys made incredible blunders," Tweet continues. "I'm stunned at the stupid mistakes I've found in games like *Spellfire* or *Super Deck*! It seems to be a case of too little, too fast."

Tweet and collaborator John Nephew sought to make the game flexible and blunder-free by using the Internet and play-test groups around the country. Character cards are played in ranks to reflect the levels of subterfuge portrayed in the RPG. Each family of cards has peculiar strengths and weaknesses. *On the Edge*'s unique cumulative point system and its toughness vs. influence tester-totter struggle for victory indicate his success.

And how does *Wizards of the Coast*, Tweet's newest employer, feel about his having a hit game—about 10 million cards have been shipped—for a rival company?

"They have a certain *noblesse oblige* here," laughs Tweet. "Wizards of the Coast is not your average company. It wants to help the industry. And besides, I wrote it before coming here, and I asked permission *real* nicely." Then he admits, "If *Magic* were

not making millions of dollars, someone might have grumbled."

SIMCITY—THE CARD GAME

Mayfair Games

In 1990, Maxis Software released the city-building *SimCity* computer game to critical acclaim. Can lightning strike twice? That's what game designers Darwin Bromley, Lou Rexing, Tom Wham and Peter Bromley are hoping for when *Mayfair Games* releases *SimCity—The Card Game*.

Like the computer game, the objective in *SimCity* is to build a settlement into a metropolis. During the game, players must survive disasters and amass a fortune of \$230. Various cards carry values of one "buck" and higher. Players take turns playing different cards to build their zones and their bank accounts. Certain cards can give players bonuses that quickly change the pace of any game. Other factors, such as controlling the City Council, a new aspect of the game, can also change the game's pace. Player greed is definitely a key factor in this incarnation of *SimCity*.

"Play-testing went pretty smoothly," says Faith Price, *Mayfair's* manager of corporate communications, "although the first test lasted well over eight hours! Then there were the seemingly endless rewrites that we had to take care of." Rewrites were necessary because unforeseeable, off-the-wall situations cropped up. For example, during a test game, one crafty player threw down a "long card" that entitled her to compound her bonuses. The wording on the card wasn't specific enough, and the player earned 72 bucks in one turn. Needless to say, that player won handily, and the card's been changed.

So what's the formula for card game success? Evidently, you have to define your audience, develop your concept, delve into your resources, decide game objectives, design game play and debug through play-testing and having a degree in combinatorial mathematics couldn't hurt!

Jeffrey Vitas is the assistant editor of *Armada* and assistant manager for *Acclaim Comics*. Jeff Gomez is the *Armada* line editor for *Acclaim Comics*. They are co-plotting the *Magic: The Gathering—The Shadow Mage* and *Ice Age—A Magic: The Gathering Miniseries* comic books for *Armada*.



Atlas Game's
On the Edge



Steve Jackson
Games' *Ultimania*
New World Order



Mayfair Games'
*SimCity—The Card
Game*



Designer's
Star Trek: TNG



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Fans of the bizarre can find a
host of games that defy categoriza-
tion. *Teenagers From Outer Space* stages
extraterrestrial showdowns in shopping
malls and fast-food joints. *Macho Women
With Guns* serves up Amazonian duels with
killer rabbits and drunken frat boys and
offers an expansion kit called *Bat-Winged
Jumbos From Hell*. The tone of many mod-
ern RPGs is grimmer, edgier, because play-
ers raised on slasher films and Image
Comics tend to dismiss the fairy tale
ambience of D&D as kid's stuff. The blood-
splattered *Vampire: The Masquerade* bears
about as much resemblance to D&D as
Deathblow does to *Superman's* pal Jimmy
Olson.

Formats have changed along with sub-
ject matter. The tacky pamphlets of the

original D&D have been
replaced by elaborate
boxed sets packed with maps and posters.
The Horror on the Orient Express supple-
ment for *Call of Cthulhu* includes luggage
sticklers and a cardboard voodoo doll. *Bul-
winkle and Rocky* uses plastic hand pup-
pets. TSR, the publisher of D&D, has
experimented with video tapes and com-
pact discs featuring adventure clues and
referee tips.

Complex rule books are as thick as phone
directories: the *Advanced Dungeons & Dragons*
rules take up more than 400 pages, and
the two volumes of *Azra*—where players
assume the roles of entire countries—con-
tain a whopping 800 pages. But endless
chapters of dry rules have
given way to texts with per-
sonality. RPG rules have
actually become fun to
read.

The collectible card
game is the latest incor-
poration in the RPG

dynasty.
Sure, card games
lack *Dungeon Masters* 12-
sided dice and 10-pound rule
books. But consider the similarities. In
both types of games, players assume the
role of someone else, the *Magic* player doesn't
use a character sheet, but he's still pre-
tending to be a wizard. *Magic* has life
points, D&D has hit points, which are vir-
tually identical. The *RuneQuest* RPG intro-
duced a *Magic*-like spell-casting system,
where players accumulate points that enable
them to manipulate supernatural effects.
Many card games come directly from RPGs:
the *Over the Edge* RPG gave birth to the *On
the Edge* card game, while the *Spellfire* card
game lifts its monsters and artifacts from
Dark Sun, *Dragonlance* and other *Advanced
Dungeons & Dragons* products.

The most notable similarity, however,
is the dominance of the game world—an
internally consistent, vividly imagined envi-
ronment that supports a strong narrative.

"We notice a lot of interest in the game
world from talk on the Internet and
the mail we receive," says John

Whatever world you choose, the possibilities are
endless. You can even play an animal activist...



1981

1984

1985

1983

Call of Cthulhu
(Chaosium):
Groundbreaking
horror game based
on the stories of H.P.
Lovecraft



DC Heroes (Mayfair):
Sophisticated
treatment of entire
DC Universe.

Dragonlance (TSR): AD&D variant
allowed players to recre-
ate scenes from simultane-
ously published novels.
Marvel Super Heroes (TSR):
Entry-level RPG featuring
Spider-Man, the X-Men and
the Fantastic Four.

1979

*Advanced Dungeons &
Dragons (TSR)*: An upgrade
of D&D, AD&D remains the
hobby's biggest seller and
most popular game.

Star Trek (FASA): Faithful
adaptation of the first
"Trek" series, early RPG
based on a licensed prop-
erty.
*Villains & Vigilantes (Fan-
tasy Game Unlimited)*:
First superhero RPG.



Nephew, president of Atlas Games and co-creator of *On the Edge*. "Both role-playing games and card games are based on the desire to tell stories. They just use different approaches."

Role-players learn about their world through free-form adventures, card players through text on the cards. Both methods encourage players to excavate their worlds a piece at a time, an experience that can be maddeningly addictive. Hard-core gamers gobble up scraps of information as fast as publishers dish them out. And what's Nephew hearing over the Internet? "We want more!"

Judging from last year's Gen Con Game Fair, where thousands of D&D aficionados and *Magic* fanatics scrambled for floor space in the Milwaukee Convention Center,

role players and card players have quite a bit in common. "We find a lot of crossover between the role-playing and card game markets," Nephew says. "Role players are among card games' biggest fans." The relationship is bound to grow, as RPG and card game designers continue to share worlds and borrow mechanics. Nephew feels we've barely gotten our feet wet, imagining, for instance, an RPG that incorporates a card game to handle the spellcasting system. "There are many interesting mixtures and permutations." A *Magic* RPG? Don't bet against it.

The intense interest in *Dominia*, the multiverse in which *Magic* takes place, caught its publisher, Wizards of the Coast, by surprise. They responded with five expansion sets, and more are planned. They're finding out what role-playing publishers have known for a long time: Game worlds, whether they come from cards or RPGs, are infinitely expandable and generate an insatiable appetite for detail from dedicated players.

And you know what that means—I'm going to need more shelves.

Rick Swan, columnist for *Dragon Magazine*, has designed and edited nearly 80 role-playing products.



1986

..... *GURPS* (Steve Jackson Games): A Generic Universal Role Playing System for any genre, setting or character type.

1991

..... *Vampire: The Masquerade* (White Wolf): First entry in the go-for-the-throat Storyteller line, followed by *Werewolf: The Apocalypse* (Amber [Phage Press]: First diceless RPG.

1987.....

Star Wars (West End): Innovative adaptation of the film trilogy.

1993

Wizards
OF THE COAST

..... *Magic: The Gathering* (Wizards of the Coast): Card craze begins

1994

..... *First Quest* (TSR): AD&D variant using an audio compact disc

In the southern reaches of *Dragonlance* Prime lay a continent, a great kingdom. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled, hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival. Icatian towns mustered Phalanxes to defend themselves from Orc Raiders and the curse-begotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators for your duels. But beware lest you fare no better than the

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John David	SC	U	*****	1.00	1.50
Williams	RU	U	*****	1.00	1.50
Young	SL	R	*****	4.00	7.00
Young's Bank	BN	R	*****	4.00	9.00
Ullmann's Eves	SC	C	*****	25	25
Historical Selection	MS	B	*****	20.00	38.00
Ward	SC	U	*****	1.00	3.00
Whitlock	SL	U	*****	1.00	2.00
Woolf	RL	C	*****	1.00	1.00
Woolf	RL	C	*****	1.00	1.00

RTD

Produk	SK	U	***	25	50
Anggur Khas	SC	C	***	3.00	3.00
Bawang Daun	SC	U	***	6.00	10.00
Bawang Putih	SC	C	***	25	50
Jahe	SC	C	***	25	50
Jahe Tahan	MS	C	***	3.00	5.00
Jak	MS	R	***	12.00	20.00
Kacang Bawang Bunde	SC	U	***	1.00	2.00
Kacang Kacang	SC	R	***	7.00	10.00
Kacang Kacang	SC	C	***	5.00	10.00
Kacang Kacang	SC	C	***	2.00	3.00
Kacang Kacang	SC	U	***	2.00	3.00
Kacang Kacang	EN	R	***	5.00	8.00
Kacang Kacang	EN	R	***	4.00	8.00
Kacang Kacang	EN	R	***	1.00	3.00
Kacang Kacang	EN	R	***	1.00	2.00
Kacang Kacang	EN	R	***	4.00	6.00
Kacang Kacang	EN	R	***	20.00	40.00
Kacang Kacang	SC	R	***	7.00	10.00
Kacang Kacang	SC	R	***	5.00	7.00
Kacang Kacang	SC	U	***	1.00	1.50
Kacang Kacang	SC	U	***	1.00	2.00

Barns	EN	U	####	1.80	2.00
Personal Incenseburn	SC	R	##	7.80	9.00
Rosecrusties	SAB	U	####	1.80	1.50
Sore Angel	SC	U	####	7.00	19.00
Swords to Plowshares	INS	U	####	1.00	1.00
Velvet Background	SC	R	####	7.00	10.00
Wish of Gas	INS	R	####	7.00	10.00

LANDS

Boatlands	LHM	R	****	6.00	9.00
Boys	LHM	R	****	6.00	9.00
Phelous	LHM	R	****	10.00	15.00
Sowambo	LHM	R	****	6.00	9.00
Scrubland	LHM	R	****	6.00	9.00
Tugs	LHM	R	****	6.00	9.00
Tropical Island	LHM	R	****	6.00	9.00
Tumbia	LHM	R	****	6.00	9.00
Wetland/Sav	LHM	R	****	6.00	9.00
Wetland Island	LHM	R	****	6.00	9.00

**REVISED EDITION**

Full Set (2002)	\$485.00	\$275.00
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[illegible]

Movie	Kind	Quality	Rating	Low Price	High Price
Bad News	AMT	R	***	2.00	2.50
Bad News	AMT	R	***	2.00	2.50
Madhouse	AMT	R	***	2.00	2.50
Madhouse	AMT	R	***	2.00	2.50
Madhouse's War Machine	AMT	R	***	3.00	5.00
Neonanny's Ark	AMT	R	***	3.00	5.00
Christmas Golem	AMT	R	***	5.0	10.0
Christmas Golem	AMT	R	***	5.00	10.00
Confessions	AMT	R	***	37	47
Permal City	AMT	R	**	5.00	3.00
Rock, The	AMT	R	***	1.00	2.00
Rock, The	AMT	R	***	2.00	3.00
Rock, The	AMT	R	***	50	50
Sail Away	AMT	R	***	1.00	2.00
Sail Away	AMT	R	**	50	1.00
Singapore's Edge	AMT	R	***	3.00	5.00
Throne of Honor	AMT	R	**	50	1.00
Throne of Honor	AMT	R	***	2.00	2.00
Whisper, Silence	AMT	R	**	50	1.00

[illegible]

Name	Kind	Rating	Score	High
Market Realist	SC	U	140	200
Timon Wolves	SC	R	340	300
Theresa's Song	EN	R	340	400
Incapable	SR	C	10	20
Force	SR	U	50	100
Verdun Enclaves	SC	R	300	500
Wall of Brambles	SC	U	50	100
Wall of Ice	SC	U	50	100
Wall of Wood	SC	U	10	50
Mosses	BT	M	50	50
War Memorials	SC	C	10	10
Walls	BT	R	200	200
Wild Growth	EL	C	10	10

RED

Drug	SC	C	***	1.0	20
Bammon	SC	C	***	5.0	1.00
Chlorhex	INT	R	***	2.00	2.00
Intertrigo	SOR	C	***	2.0	3.0
Diogen White	SC	W	***	1.0	2.0
Andrew Whitens	SC	C	***	1.0	3.0
Andrew Whitens	SC	W	***	1.0	3.0
Early (Element)	SC	C	***	5.0	2.0
Earlford	FFC	C	***	10	15
Earlford	SOR	R	***	4.0	5.0
Fin (Element)	SC	W	***	2.0	3.0
Fridol	SC	C	***	2.0	3.0
Frederick	SC	C	***	1.0	3.0
Frederick	SC	C	***	1.0	3.0
Funk	INT	R	***	5.0	8.0
Gibbs (Baker) Acrylate	SC	W	***	5.0	1.00
Gibbs (King)	SC	R	***	5.0	6.50
Georgia Georgia	SC	W	***	5.0	5.0



BLACK

Accessory Wood	EC	U	***	50	1.00
Bald Birch	EM	R	***	4.00	5.00
Black Angled	SC	E	***	2.5	2.00
Black Walnut	SC	R	***	2.5	2.00
Connecticut Iron-Belted	SC	R	***	2.00	2.00
Cornell Land	EM	U	***	50	1.00
Dark Walnut	INT	C	***	2.5	2.00
Darkwood	SC	R	***	2.00	2.00
Georgian	INT	U	***	50	1.00
Greenish	INT	R	***	2.00	2.00
Greenish Yellow	SC	R	***	2.00	2.00
Domestic Hardies	SC	R	***	5.00	1.00
Domestic Jetties	SC	U	***	1.00	2.00
Brown Lute	SC	C	***	30	2.00
Bridge Skierates	SC	C	***	30	2.00
Flange	SC	R	***	3.00	5.00
Elk Rabbits	SC	U	***	10	2.00
EW Perseus	EL	U	***	50	1.00
Fern	SC	U	***	1.0	2.00
Green Shore	SC	C	***	10	2.00
Gloss	EM	U	***	1.00	2.00
Well from Beyond	INT	C	***	10	2.00
Hypocrite	SC	U	***	1.00	2.00
Lord of the Pit	SC	R	***	5.00	0.00
Alind Tunes	SC	R	***	4.00	5.00
Minor Shadow	SC	R	***	2.00	3.00
Nothing Imp	SC	U	***	5.0	1.00
Scimiters	SC	R	***	6.00	10.00
Phonics	SC	U	***	1.0	2.00
Presidents	EM	C	***	10	2.00
Phagus Rats	SC	C	***	25	50
Royal Road	SC	C	***	10	2.00
Royal Roan	SC	U	***	7.00	10.00
SC	INT	U	***	5.0	5.0
Scenic Landings	SC	C	***	10	2.00
Souvenaging Shiel	SC	U	***	50	1.00
Semp Papyrus	SC	U	***	1.00	2.00
Sinuous	SC	U	***	50	1.00
Southern Gates	INT	C	***	3.00	5.00
Stairs	SC	U	***	13	20
Delcity Stones	EC	C	***	10	20
Wall of Bone	SC	U	***	50	1.00
Whip Antick	SC	U	***	2.00	4.00
Wholesome	SC	U	***	1.0	2.00
Whip of the Whip	SC	R	***	4.00	6.00
Whisper	SC	R	***	4.00	6.00



GREEN

Species of Wolf	EC	R	****	400	5
King of Paradise	SC	R	****	500	200
Golden	SOR	R	****	50	1.00
Columbian	SC	R	****	50	6.00
Green	SC	R	****	50	1.00
Lucania	INS	R	****	10	20
Great Insects	SOR	R	****	100	1.54
Florida Wolves	SC	R	****	200	5.00
Footprint	IN	R	****	30	4.00
Wag	W	C	****	20	20
Tales of Nature	SC	R	****	600	8.00
Emergence	SC	R	****	600	8.00
Geist's Days	SC	****	400	6.00	
Great Geasts	INS	C	****	10	31
Great Geasts	INS	C	****	50	21
Geist's Days	SC	C	****	10	10
Hudson	SOR	C	****	10	1.00
Small Eagle	SC	****	1.00	2.00	
Immortal Jewels	SC	C	****	10	20
Kidney	EC	R	****	200	1.00
SC Head	SC	****	1.00	1.00	
Wolf	EC	****	50	1.00	
Wolf	EC	R	****	2.00	3.00
Using Antler	EA	R	****	2.00	3.00
Using Antler	EA	R	****	2.00	3.00
Antelope Eyes	SC	****	1.00	1.00	
EC	SC	****	1.00	1.00	
Regeneration	EC	****	1.00	1.00	
Regeneration	SOR	****	50	1.00	1.00
Sage's Spirit	SC	****	1.00	1.00	
Stomach of Life	SC	****	1.00	1.00	
Stomach of Life	SOR	C	****	1.00	

ASSEMBLY ITEM	EC	U	*****	*****
Acoustic Wall	EC	U	2.00	3.00
Armeggarden	SOM	U	5.00	4.00
Balustrade	SOM	U	3.00	4.00
Banquet Hall	EC	U	.15	.20
Bar West	EC	U	.50	1.00
Bicycle	EC	U	9.00	4.00
Blue Wall	EC	U	.50	1.25
Candle	EN	U	.75	1.50
Cards of Protection Black	EN	U	.00	.20
Cards of Protection Blue	EN	U	.00	.20
Cards of Protection Green	EN	U	.00	.20
Cards of Protection Red	EN	U	.00	.20
Cards of Protection White	EN	U	.00	.20
Chimney	EN	U	1.00	1.50
Closets	EN	U	4.00	5.00
Crown Molding	EN	U	.50	1.00
Decorative	EN	U	.00	.20
Eyes on Eye	EN	U	3.00	4.00
Furniture	AL	U	2.00	3.00
Green Wall	EC	U	.50	1.00
Handicrafts	EN	U	.10	.10
Reading Room	EN	U	.10	.10
Body Mirror	EC	U	.00	.10
Light Strategy	EN	U	.10	.10
Island Sanctuary	EN	U	3.00	4.00

PLATE

Blue Elemental	SC	U	****	50	1.00
Antimicro Antibact	EN	U	***	50	1.00
Blue Elemental West	WT	C	***	10	.20
Brassopolas	SOR	R	****	5.00	6.00
Care	SC	U	****	1.00	2.00
Control Micro	EC	H	*****	1.00	2.00

Items	Kind	Quality	Rating	Low Pass	High Pass
Linux	SE	***	50	1.0	
Asian Peoples	SE	C	***	10	
Northern Polaris	SE	***	6.00	8.0	
Practical Unions	SE	C	**	10	**
Practical Vaccination	SE	C	**	5.00	6.00
Parishes	BE	**	2.00	2.40	**
Pat and Mail	BE	C	50		
Reactions	SE	***	5.0		
Reverses Damage	BS	**	4.00	5.00	
Reverses Policy	BS	***	5.00	10.00	
Reigns/Reigns	BS	**	5.00	6.00	
Social Heals	SE	C	***	10	**
Severed Lines	SE	***	2.00	2.00	
Seven Angel	SE	***	3.00	5.00	
Sends to Phenomena	BS	***	5.00	1.00	
Valence Biology	SE	**	5.00	6.00	
Wall of Senses	SE	***	.75	2.00	
White Knight	SE	***	1.00	2.00	
White Wind	SE	***	.50	1.00	
Worth of Eyes	BS	**	5.00		

LAND:

Island	Year	Sex	Age	Survival	Recapture
Boya	1989	M	Ad	0.00	2.00
Boya	1989	M	Ad	0.00	2.00
Forest	1989	C	Ad	0.05	0.05
Island	1989	C	Ad	0.05	0.05
Mountain	1989	C	Ad	0.05	0.05
Plains	1989	C	Ad	0.05	0.05
Plains	1989	R	Ad	0.00	2.00
Severash	1989	R	Ad	0.00	2.00
Scrubland	1989	R	Ad	0.00	2.00
Swamp	1989	C	Ad	0.05	0.05
Tingo	1989	R	Ad	0.00	2.00
Trinidad Island	1989	R	Ad	0.00	2.00
Yorba	1989	R	Ad	0.00	2.00
Underground Sea	1989	R	Ad	0.00	2.00
Volcanic Island	1989	R	Ad	0.00	2.00

Score	Kind	Rarity	Rating	Low Price	High Price
Feathers 04	EC	C	***	1.60	2.00
Flying Man	SC	C	***	2.00	3.00
Great Tortoise	SC	C	***	1.00	2.00
Island Fish Jacques	SC	R	***	6.00	8.00
Alcedo Ship	SC	R	***	4.00	22.00
Old Map of the Sea	SC	R	*****	12.00	30.00
Seashell Glass	SC	R	**	10.00	15.00
Serpent Elixir	SC	R	**	10.00	20.00
Statue	SC	R	**	10.00	15.00
Unidentified Mutation	EC	C	***	5.0	8.00

GREEN

Species	EN	R	W	W ₁	W ₂
Ocean Tanager	SCB	R	****	6.00	6.00
King of Honey	FR	R	****	6.00	6.00
Thicket Spar	SC	R	****	20.00	20.00
Thicket Spar	SC	R	****	5.00	15.00
Thicket Spar	SC	R	****	1.00	2.00
Red-bellied	SC	R	****	5.00	15.00
Microphaps	SRB	C	****	2.00	3.00
Nel's Alp	SC	C	****	2.00	3.00
Sunthroat	ENS	C	****	2.00	3.00
Shining Tree	SC	R	****	20.00	20.00
Masked Wren	SC	C	****	6.00	6.00

RED	SC	C	****	9.00	6.00
Alcatraz	SC	R	****	30.00	30.00
All About	SC	R	***	10.00	15.00
All About Gary	SC	R	****	30.00	45.00
Bad Machine	SC	C	---	75	1.00
Beast Machine	SC	C	---	2.00	3.00
Blue Jacket	SC	C	---	3.00	4.00
Get Up	SC	C	---	1.00	2.00
Magnetic Mountain	SC	R	---	5.00	7.00
Magic Time	SC	R	---	6.00	10.00
Rainy Day	SC	C	****	6.00	6.00
Times Three	SC	R	---	8.00	15.00



Tip to avoid a colorless theme is to use a variety of colors in the design. Use a variety of colors in the design. Use a variety of colors in the design.



ARABIAN NIGHTS

Call Set 0721

\$5.50 00 \$3.75 00

Artist	Label	Rating	Low Price	High Price
AFRICANA				
Abdullah's Lamp	AR1	U	6.90	9.00
Abdullah's Ring	AR1	U	6.90	8.00
Battle of Solomon	AR1	R	6.90	8.00
Brass Bell	AC	U	3.00	5.00
Cry in a Bottle	AO1	R	12.00	20.00
Heaven, Scotland	AC	R	5.00	7.00
Heavy Metal	AO1	R	6.00	8.00
Playing Cards	AO1	R	6.00	8.00
America's Ring	AO1	R	6.00	10.00
America's Souvenirs	AO1	R	6.00	10.00
Journalist Bell	AO1	R	6.00	10.00
Pennsylvania	AO1	R	15.00	25.00
Myself	AO1	R	15.00	25.00
Scenes of Abolition	AO1	R	15.00	25.00

BLACK

Community Welfare	SC	C	***	1.00	2.00
HHJGJ	SC	R	***	6.00	10.00
Fry Kitten	SC	R	**	40	50
Mountain Band	SC	R	****	20.00	50.00
Woman Gypsy	SC	R	*	3.5	1.50
James Fines	SC	R	***	6.00	15.00
James Opia	SC	R	***	8.00	15.00
Chad Groel	SC	R	****	12.00	25.00
Galactic	DM	C	****	2.00	4.00
Sonores Queen	SC	B	****	8.00	15.00
Shaw-Walking Devils	SC	C	***	2.00	3.00

BLUE

Quotas	50	1	•	1 00	2 00
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Artist	SC	R	Weeks on chart	Peak position
Abba Jaku	SC	R	12.00	20.00
Army of Ark	MS	C	1.00	2.00
Card	SC	R	1.00	2.00
Eyes laid on eye	MS	R	6.00	10.00
EW	SC	R	20.00	30.00
King Solomon	SC	R	8.00	15.00
Alcorn Gansley	SC	C	2.00	3.00
Privy	MS	C	1.00	2.00
Anthony Blacksmith	SC	R	6.00	10.00
Shenauel	MS	R	7.00	10.00
Not Glorious	SC	C	7.00	10.00

LANDS

Basins of Baghdad	USA	R	*	6.00	10.00
City of Rome	USA	R	****	10.00	20.00
Beirut	USA	C	***	2.00	3.00
Sanctuary Valley	USA	R	*****	15.00	25.00
Highest Broadway	USA	R	***	15.00	25.00
Island of White-Risk	USA	R	*****	15.00	25.00
Island of Risk-Risk	USA	R	*****	10.00	20.00
Island of Risk-Risk	USA	R	***	4.00	10.00

[illegible][illegible]

1218 J. A. J.

SLACK					
Artificial Resonance	GA	C	oo	75	1.00
Gate to Physics	EN	U	ooo	3.00	4.00
Routing Wind	IN	U	oo	3.00	4.00
Physica Cordis	SC	C	oooo	75	1.00
Band of Yosemite	SC	C	o	75	1.00
Knave Politegraph	SC	U	ooo	3.00	4.00
Yosemite's Dream	SC	B	oo	12.00	15.00

BLUE

Duke's Restoration	SQR	C	***	.75	3.00
Energy Flow	EN	B	***	43.00	4.00
Haley's Jewel	BWS	B	***	8.00	10.00
Power Artist	FR	B	***	3.00	4.00
Reconstruction	SQR	C	***	.75	1.00
Sage of Lathlan	SC	C	*	.75	1.00
Tamara's Antidote	SQR	B	***	3.00	4.00

GREEN

Agnes's Piano	SC	C	***	75	1.00
Agnes's Teatime	SC	C	***	75	1.00
Choral Road	SC	D	***	3.00	4.00
Chorus	WS	C	****	75	1.00
Good's Jingles	SC	B	***	12.00	16.00
Powerload	EW	U	***	3.00	4.00
Wanna's Song	EW	U	***	2.00	3.00



It was the more so the personage who presented history to children. Under the name of a story, he made the child understand the meaning of the word, and the child, in turn, understood the meaning of the word.



ANTIQUITIES

Set (B5)

ARTIFACTS	Goal	Priority	Rating	Low Price	High Price
Model of Navy	ART	C	++	50	8.00
Integration Clerk	ART	B	++	5.00	6.00
Admnet's Office	ART	U	+	5.00	6.00
Student's Battle Gear	ART	U	+	3.00	4.00
Student's Transportation	ART	U	++	4.00	5.00
Attaching Item	AC	C	++	5.00	.75
Novelty Exhibit	ART	R	+	12.00	15.00
Consideration of Insurance	ART	R	++++	10.00	15.00

Anglian Archaeologist	SC	R	*****	18.00
Anglian Radiochemist	SC	C	**	75
Antark Ward	RC	C	**	75
Circle - Photocopy Antark	EW	U	****	7.00
Hampshire field	EW	U	*	2.00
Analysis of Gads	SW	U	***	4.00
Revised Policy	SC	C	***	75

LANDS

Activity	Location	Unit	Cost	Revenue
John's Grocery	Land	U	6.00	8.00
John's Workshop	Land	R	9.00	10.00
Shay Alice	Land	U	6.00	7.00
Uro's Alice	Land	C	2.00	3.00
Uro's Piano Plant	Land	C	3.00	3.00
Uro's tower	Land	C	3.00	3.00

Game	Side	Heavy	Normal	Low Price	High Price
Chicago Maroons	SE	R	***	12.00	20.00
Cambridge/Kentville	SE	C	*	5.00	10.00
Deerhaven	SE	C	***	12.00	20.00
Oranien Song	NS	U	***	3.00	4.00
Etanah Winter	EC	U	***	3.00	4.00
Hevelin Hole	SAB	R	***	10.00	18.00
Red Fox	NS	R	***	7.50	15.00
Rawlston Phoenix	SE	C	***	38.00	25.00
Heart Guard	SE	U	***	3.00	4.00
Great Strength	EC	C	***	5.00	7.50
Way of the Practice	NS	C	***	5.00	7.50
Green Saddle	HW	R	***	16.00	20.00
Hyperion Bloodhairs	SE	C	***	38.00	4.00
Innovation	EC	C	***	7.50	7.50
Robbed Off Scampers	SE	C	***	4.80	5.80
Goats (Deviled)	SE	C	***	16.00	20.00
Goats (Unspoiled)	SE	C	***	9.00	10.00
Goats of Allen Keep	SE	C	*	5.00	7.50
Lim's Edge	EW	R	***	10.00	18.00
Mountain Fell	SE	U	***	3.00	4.00
Primordial Guts	SE	U	***	3.75	4.00
Presidents	SEW	C	***	5.00	5.00
Runyon Tenets Goddess	SE	R	***	10.00	18.00
Raging Bull	SE	C	***	7.50	7.50
Reds Bonanza	SE	C	***	4.00	5.00
Samuel	SE	R	***	10.00	25.00
Sham World	EW	R	***	18.00	18.00
Tempest Theater	SE	C	**	16.00	20.00
Wall of Dust	SE	U	***	3.00	4.00
Wall of Earth	SE	C	***	5.00	7.50
Wall of Water	SE	C	***	7.50	7.50
Walls of Change	SE	C	***	10.00	18.00
Walls of Onyx	EW	U	***	5.00	8.00

Names	Kind	Priority	Rating	Low Price	High Price
Ricans	SCB	U	***	3.80	4.00
Wid of Coltrane	SC	C	***	.75	1.00
Wid of Lyle	SC	A	***	3.00	4.00
L. E. & J. Books					
Adventure's Birthplace	MAN	U	*	2.00	4.00
Cathedral of Snow	MAN	U	*	3.00	4.00
Hammerstein	MAN	U	****	3.00	4.00
Knoxville	MAN	U	***	3.00	4.00
Newman Stronghold	MAN	U	***	3.00	4.00
Redwood	MAN	U	***	4.00	5.00
Silverbury Bay	MAN	U	*	3.00	4.00
Suburbia's Fabled Tale	MAN	U	***	1.00	18.00
Unlovely	MAN	U	**	4.00	5.00
Unlovely Creted	MAN	U	*	3.00	4.00
Unlovely	MAN	U	***	3.00	4.00

Movie	Rd	Rank	Boxing	Low Price	High Price
Ghost Ship	SL	C	****	25	50
Gladiator	SL	C	****	25	50
Leviathan	SC	A	****	8.00	12.00
Home Wrecker	EN	B	**	6.00	4.00
Reckless Wrecker	SC	U	***	4.00	4.00
Rocky Horror	EN	B	***	4.00	3.00
Rocky Horror	EN	B	***	5.00	7.00
Reptile	BOS	C	***	25	50
Sunken City	EN	C	***	25	50
Temple Gelp	TL	B	***	2.00	3.00
White Room	SC	C	***	25	50
GOLD					
Dark Horse of the West	EN	C	***	25	50
Dark Horse	EN	C	***	25	50
Severed Tethers	SC	C	***	25	50

GOLD

Rank	Plant of the Week	IN	C	***	25	50
1	Morita Goldfish	SC	C	***	25	50
2	Scrambled Goldfish	SC	C	**	25	50
GREEN						
3	Caribbean Plant	SC	C	***	25	50
4	Swamp of Deep Shadow	SC	U	***	30.00	4.00
5	Golden's Torch	IN	C	***	25	4.00
6	Hudson Parli	IN	R	***	4.00	5.00
7	Island Lilies	SC	C	**	25	5.00
8	Louisa	SC	R	**	4.00	6.00
9	Marsh Dips	SC	C	**	25	5.00
10	Red Salsora	SC	C	***	4.00	6.00
11	People's Eye Wanda	SC	U	***	3.00	4.00
12	Scenic Lives	SC	C	**	25	5.00
13	Southeast Banded	SC	R	***	4.00	4.00
14	Southeast Hog	SC	U	***	3.00	4.00
15	Southeast Fink	SC	C	***	25	5.00
16	Spring Ship	SC	R	***	3.00	4.00
17	Stargazer	SC	R	***	4.00	4.00
18	U.C.	IN	C	**	25	5.00
19	Whisperwind	SC	U	***	3.00	4.00
20	Wintered Tanford	SC	R	***	4.00	6.00



THE DARK

Full Set C159

5378.00 5450.00

[illegible]

BLACK

[illegible]

BLUE

	Score	Rank	Points	Total
Amnesia	SCB	B	****	3-03 4-00
Apprentice Wizard	SC	R	***	2-03 5-00
Jones of Mary	EN	R	***	4-00 6-00
Deep Water	EN	C	**	25 50
Drowned	SC	C	*	25 50
Electric Bill	SC	A	*	3-03 4-00
Fascist	EL	C	**	25 50
Flood	EN	A	***	3-00 4-00

[illegible]

TABLE 1

Argy Pargy	SC	U	****	4 000	6 000
Blood of the Monty	BVS	B	***	3 000	4 000
Business	EC	C	**	25	50
Clooning	SC	R	****	4 000	6 000
Cut to Last	SC	C	****	25	50
Drugs	SC	C	****	4 000	6 000
Fasting	IN	B	**	200	4 000
Fish	BVS	C	**	25	50
Fish and Invertebrates	BVS	B	**	3 000	4 000
Holy Lights	BVS	C	**	25	50
Images of Peace	SC	R	****	4 000	6 000
Monty's Cat	SGR	R	****	4 000	6 000
Muggle Walker	SC	C	****	25	50
Norfolk	BVS	C	**	25	50
Pakistan	SC	C	****	25	50
Pakistan	SC	R	****	6 000	10 000
Peace	SC	C	****	25	50
Shedding the Double	SGR	U	*	200	4 000
World Hunter	SC	R	****	5 000	7 000

LANDS

City of Shadows	Lead	R	***	5.00	7.00
Race of the	Lead	U	*****	3.00	5.00
Sale Brown	Lead	R	****	5.00	7.00
Savage's Path	Lead	R	***	4.00	6.00

To get power ratings for the new **FALLEN EMPIRES** cards, see page 36!

(CONT FROM PAGE 40)

and tap to untap target creature? If you're playing green, include *Instill Energy* to make your Sorcerers even more lethal.

Keep in mind, however, that a simple *Disenchant* or *Shatter* can often foil even the most devoted of plans; you should always have more than one way to deal damage.

DEFENDING

But dealing damage alone doesn't make an effective deck. You must be able to counter your opponent's cards. To be strong against a variety of opponents, your deck must be able to deal with all of the four permanents (cards that are put into play and remain there until destroyed): Artifacts, Creatures, Enchantments and Lands.

- Of all the colors, **White** is best-equipped to respond to cards on the table. Between *Disenchant*, *Swords to Plowshares* (remove target creature from game) and *Armageddon* (destroy all lands), white can destroy any card in play.

- **Green** follows a close second, boasting *Tranquility*, *Crumble* and the best all-purpose destruction card, *Desert Twister* (destroy any card in play).

- **Artifacts, lands and creatures** are no problem for **Red**, which includes *Shatter*, *Stone Rain* and many damage-dealing spells. However, the inability to counter enchantments can become a serious problem, especially when your opponent produces a **Circle of Protection: Red**.

- **Blue** provides a good counterpart to red for this purpose, since it can usually steal enchantments or send 'em back to their owner's hand (*Unsummon*, *Boomerang*).

- **Black** is probably the most difficult color to play by itself; it has trouble dealing with permanents other than creatures.

Another option is *Nevinyrral's Disk*, an artifact that you may sacrifice to destroy all artifacts, creatures and enchantments in play. This rare artifact can complement a red or black deck. Although drastic, and not always reliable, blowing up everything in one fell swoop is usually pretty effective.

LAND AHOY!

You've picked your colors, and you're armed to the teeth with spells, but there's still one burning question: how much land should you put in your deck? To be effective, you must have enough mana to cast the spells you draw. About a third of your deck should

be mana-producing land cards. There's a simple way to make sure you have enough.

A) Sort the cards in your deck by color.

B) Count the black spells (if any) you have in your deck. Put in half as many swamps (rounded up) to start with. For example, if you have 19 black spells, you should have 10 swamps.

C) Repeat step B for each color.

D) Count the artifacts and non-mana producing lands in your deck. Put in half as many mana-producing lands of any kind, including special lands, dual lands or extra basic lands.

If the spells in your deck require a lot of mana, add a few extra lands, but don't go overboard. A deck with too much land can be just as ineffective as one with too little.

TUNING IN

By now you've got a pretty good idea of what to put in your deck, but the deck-building process doesn't stop there. As you challenge players with your deck, you should be able to pick out its strengths and weaknesses. If your deck has a hard time dealing with flying creatures, throw in a *Hurricane* or *Earthbind*. If your lord of the Pit's appetite is larger than your entire deck, try playing without it. Deck tuning is a process that never ends as long as you acquire new cards. With a well-tuned deck, you'll find yourself winning more often. More important, you'll find yourself having more fun.

JEFF'S TOP CARDS

MAGIC: THE GATHERING, REVISED

Artifact: *Ivory Tower*, *Nevinyrral's Disk*

Black: *Demonic Tutor*, *Dark Ritual*

Blue: *Sleight of Mind*, *Counterspell*

Green: *Regrowth*, *Lure*

Red: *Fork*, *Lightning Bolt*

White: *Disenchant*, *Balance*

EXPANSION SETS

Arabian Nights: *Library of Alexandria*, *Diamond Valley*

Antiquities: *Candelabra of Tawees*, *Strip Mine*

Legends: *Recall*, *Underworld Dreams*

The Dark Maze of Ith: *Bari's Cage*

Fallen Empires: *Goblin War Drums*, *Ring of Renewal*

A junior at the University of Rochester, Jeff Hannes doesn't believe that his curriculum is complete without a nightly Magic seminar.



The forces of destruction (above) versus those of protection (below)



A BEGINNER'S GUIDE TO BUILDING A WINNING MAGIC DECK

BY JEFF HANNES

So you went out and bought a *Magic: The Gathering* starter deck, found someone to teach you the game—and got your butt kicked. While you were dealing yourself a random assortment of cards, the veteran across the table was shuffling through a carefully crafted deck.

Don't despair. You, too, can win at this game. All you need to do is build your own winning deck. And it's not as hard as it looks.

Magic is broken down into five color-coded categories, each of which is centered around a different type of land, called mana. Before looking at specific cards, let's take a quick look at each color's specialties:

- **BLUE** allows you to steal resources from your opponent and prevent him from casting spells.
- **BLACK** represents the disturbing magical forces of death and demons.
- **RED** mountains harness fire and earth in a chaotic wave of destructive force.
- **GREEN's** forests are home to many creatures.
- The open plains of **WHITE** offer healing and protection.

It's possible to make a deck with just one color, or even a deck with all five (a rainbow deck), but most decks contain only two or three. Limiting your deck gives you the luxury of working with a variety of card combinations without having to shuffle a card stack the size of the Library of Congress. Unless you can come up with creative ways to manufacture mana—with *Manes*, *Celestial Prisms* or *Fellwar Stones*, say—always stick to two or three colors.

Before selecting cards or even picking colors, though, you need to address two important questions: How will your deck deal damage, and thus take away your opponent's life points? And how will your deck protect you from your opponent, and thus save your life points?

ATTACKING

The first question is usually the easiest to answer. Dealing damage is the most fundamental aspect of the game, every color can do it. Still, you should choose your damage-dealing methods with care. A *Creature Bond*, which subtracts a creature's toughness from its controller's life points when the creature is killed, is useless unless you can kill creatures. Also, you should never rely on your opponent's deck to be effective.

For example, *Feedback*, which hurts your opponent each turn, only works if your nemesis has an enchantment in play. There's no guarantee, however, that your opponent will play an enchantment.

So what about creatures? Which ones should lead your charge and which ones should ride the bench? Try to balance low-power creatures that are easy to cast with creatures that are powerful but costly, and make sure some can fly. Cards that are worthless in one deck may be quite valuable in another. By itself, one *Plague Rat*—its power and toughness equal the number of *Plague Rats* in play—isn't impressive. However, several *Plague Rats* can be pretty lethal. By your fifth, your opponent may start wishing for a good exterminator.

Another consideration when choosing creatures is how they interact with other cards in your deck. For example, *Dwarven Warriors* (tap to make a creature of power no greater than two unblockable) and *Firebreathing* (enchant creature, +1 power/+0 toughness per red mana) make an extremely potent offensive force.

Creatures and direct-damage spells, such as *Fireball*, *Lightning Bolt* and *Drain Life*, are by no means the only weapons. The *Rack*, an artifact that damages an opponent for each card in hand below three, can stretch the life out of your enemy if you keep his hand size down using *Mind Twist*, *Disrupting Scepter* and *Amnesia*. Similarly, if you can keep your rival's hand size high by forcing him to draw more cards (*Howling Muse*, *Braingeyser*) or by preventing him from casting spells (by destroying his mana), the *Black Vise* (artifact, damages opponent for each card in hand above four) can finish him off.

One of the best creature/enchantment combinations lies in green: *Thicket Basilisk* with *Lure* and *Regeneration*. Unable to resist the temptation of peering through the bushes to see your Basilisk, your opponent's once-active army will be transformed into lifeless stone.

If you're playing white, you can use the rare *Meekstone* artifact (creatures with power greater than two may not untap) with *Serra Angels* (4/4 flying, doesn't tap when attacking) and smaller creatures. Several *Prodigal Sorcerers* can make life miserable for your opponent, especially with *Jandor's Saddlebags* (artifact, spend three



Any more rats and we'll need a good exterminator.



(CONT ON PAGE 39)

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